

100

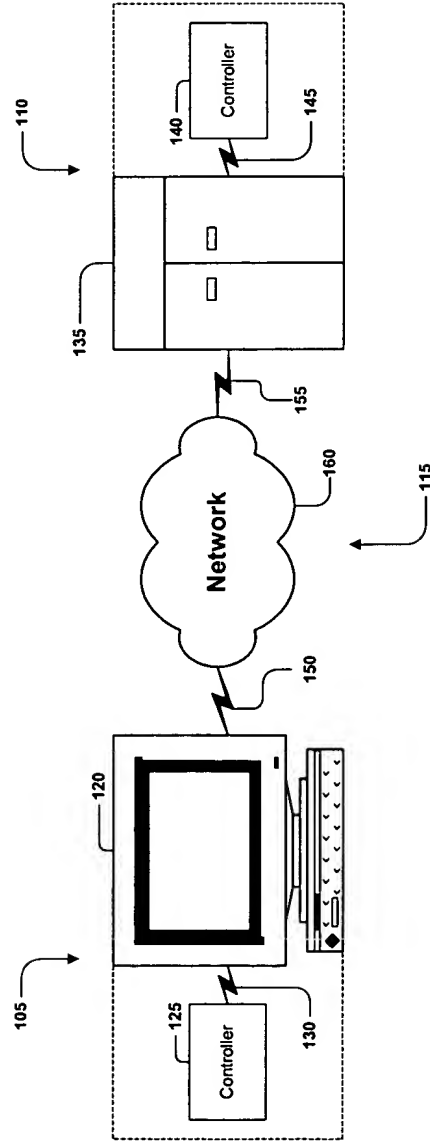


Fig. 1

FIG. 2 is a block diagram of a system 200, including a computer system 220, a network 250, and a controller 210. The computer system 220 includes a CPU 282, a communication device 284, a TV tuner 286, an input/output 288, a memory 272, an operating system 274, an authoring application(s) 276, a client application(s) 278, and a browser application(s) 280. The network 250 is connected to the computer system 220 and the controller 210. The controller 210 includes a controller 240 and a display 295. The system 200 also includes a keyboard 294, a mouse 291, a PDA 293, a mobile phone 292, a TV remote 296, and an audio system 298.

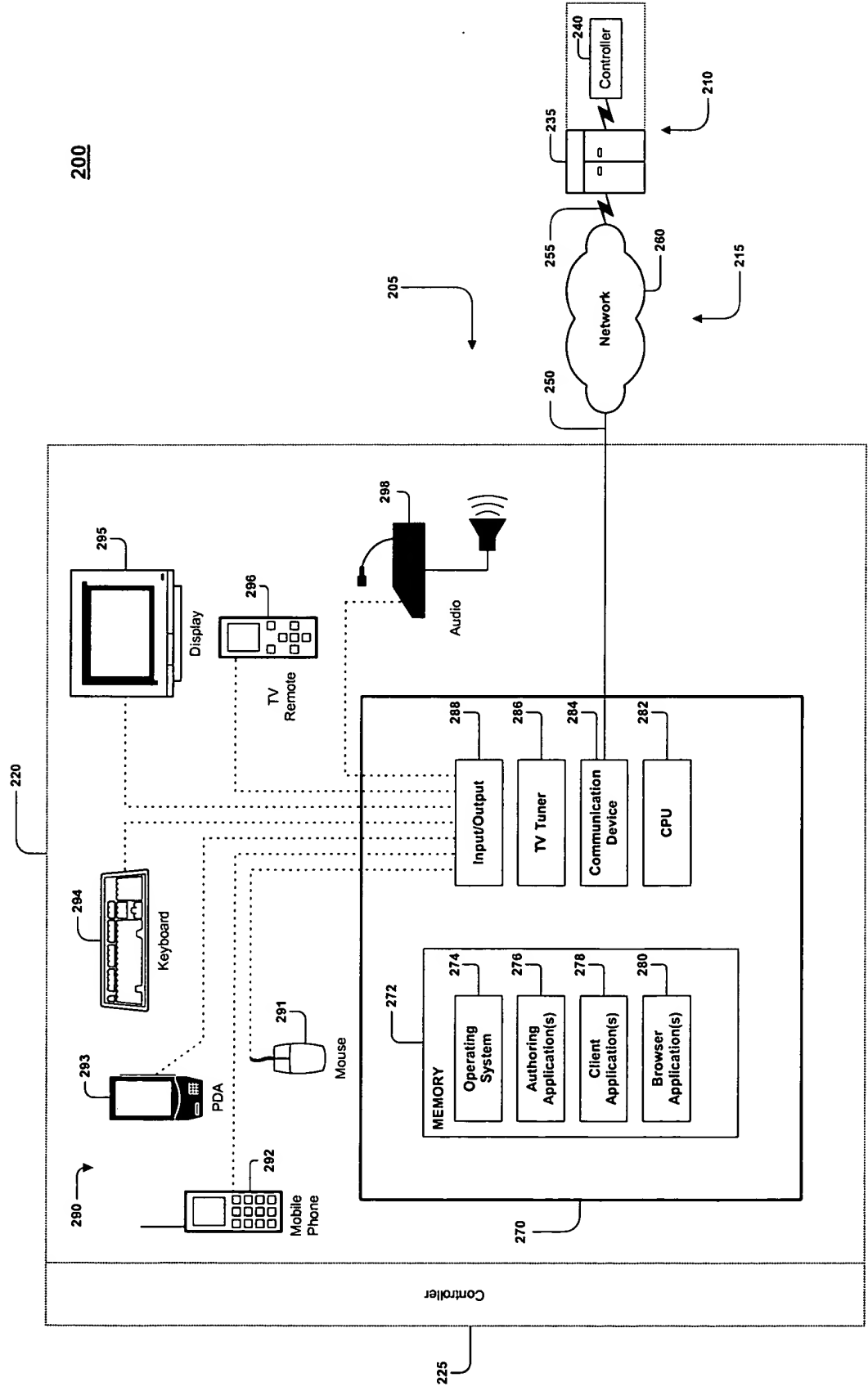


Fig. 2

300

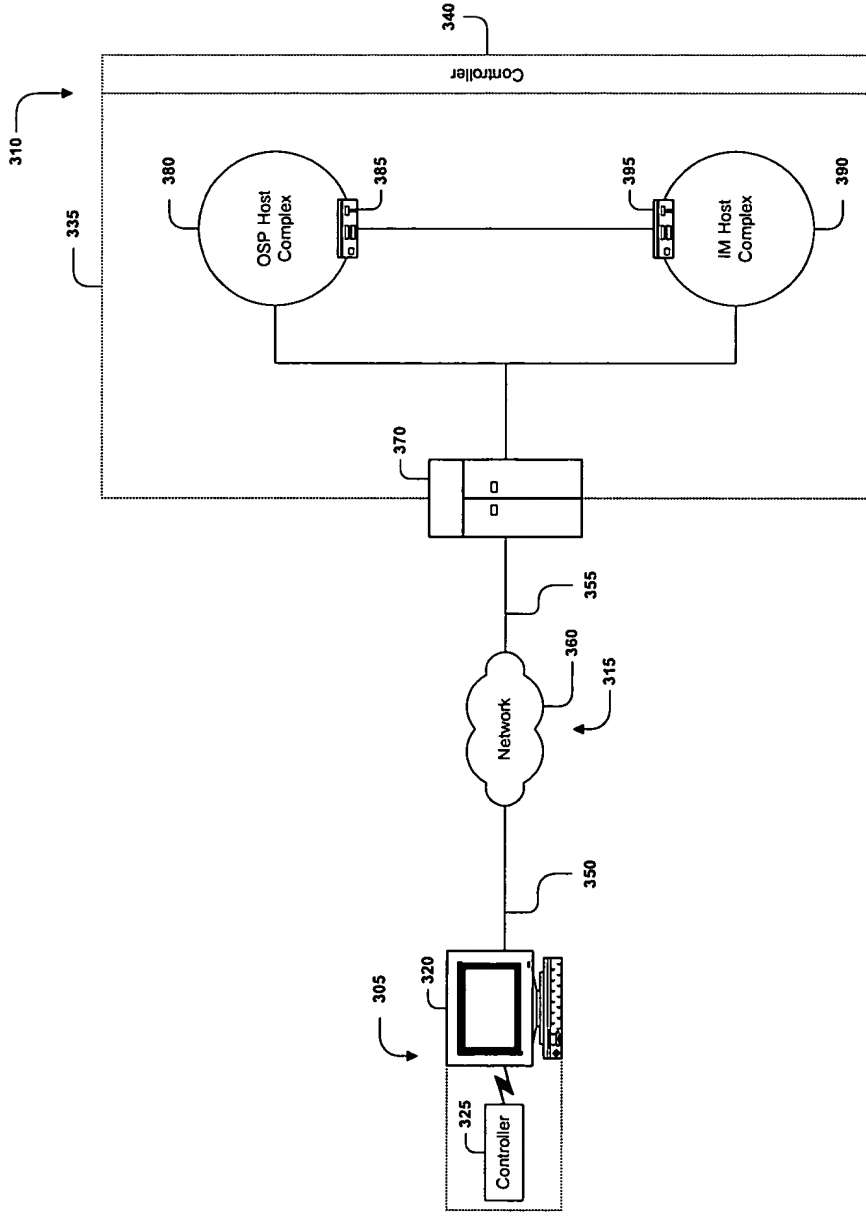


Fig. 3

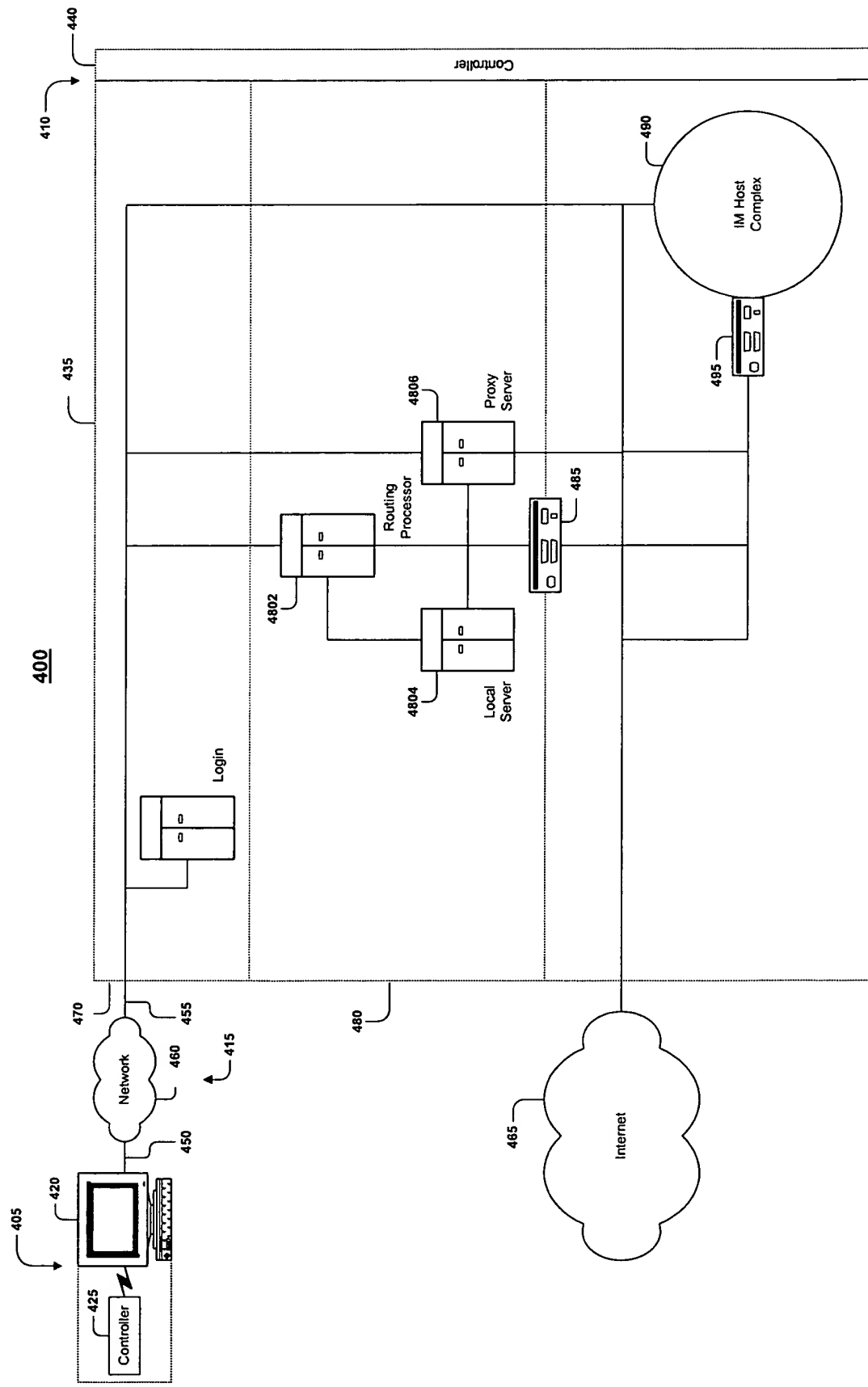


Fig. 4

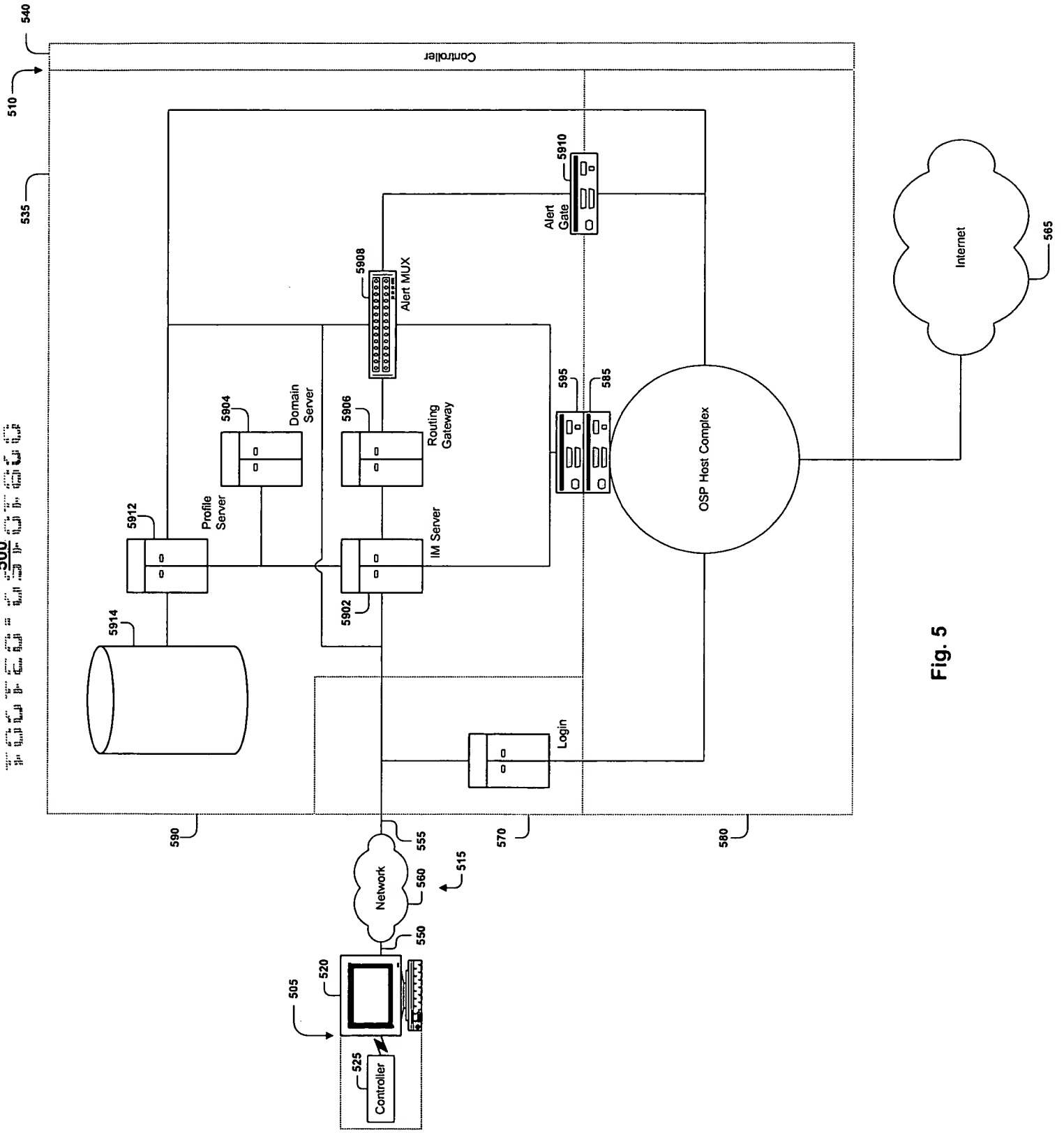


Fig. 5

600

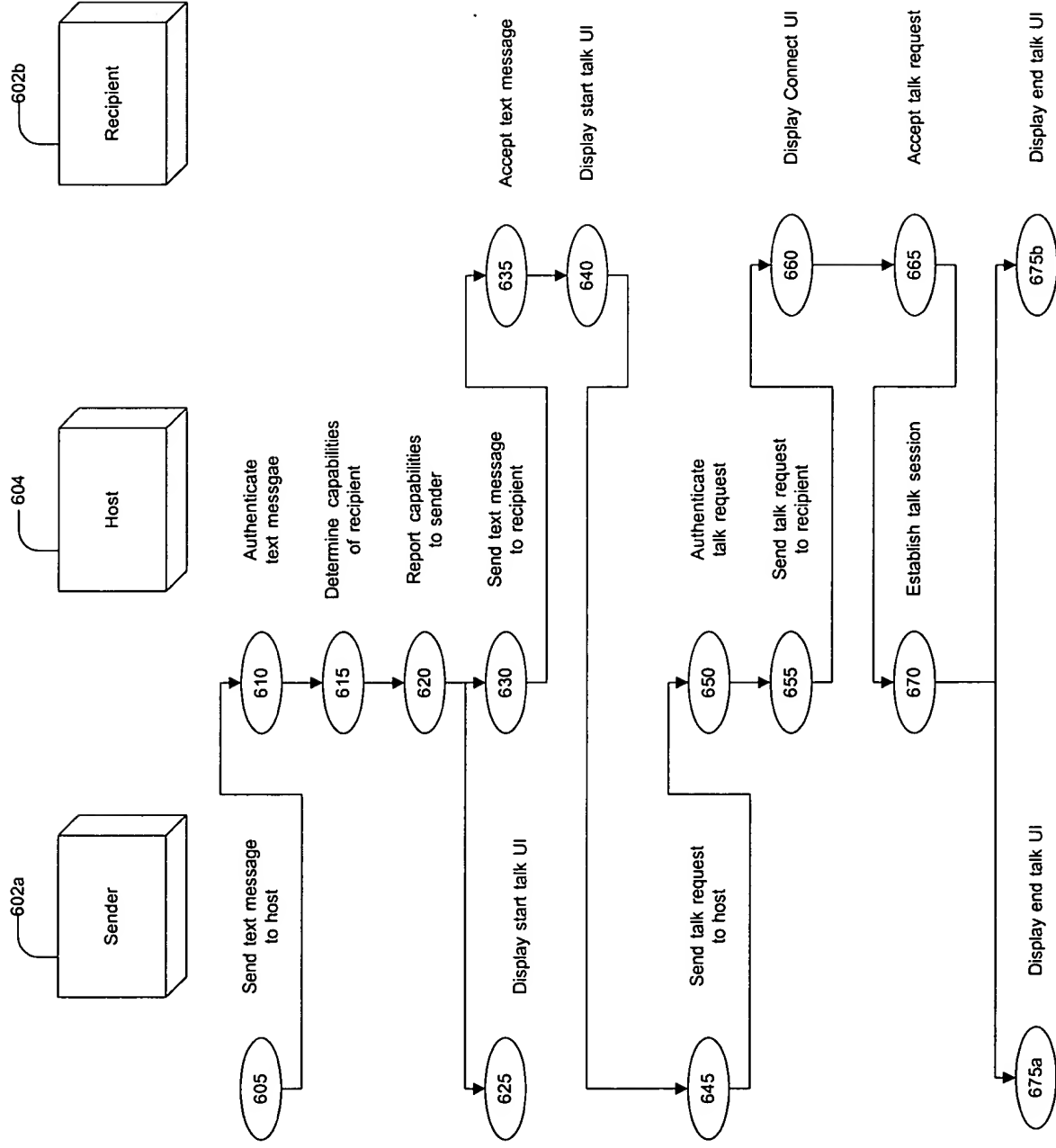


Fig. 6

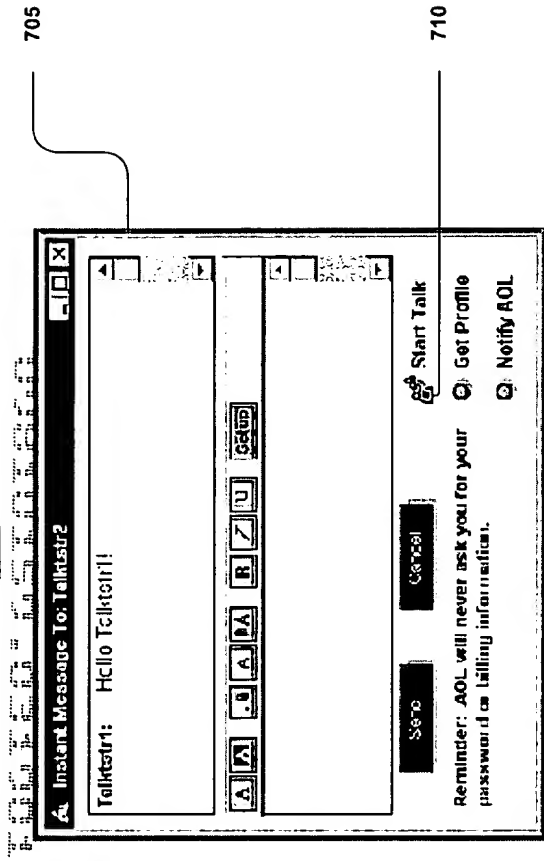


Fig. 7

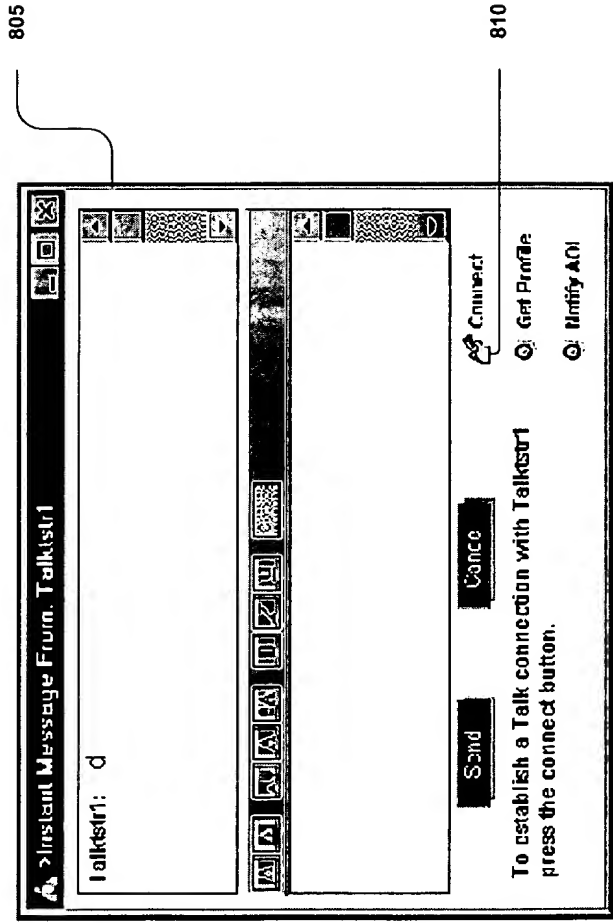


Fig. 8

FIG. 9 is a schematic diagram of a user interface for a first device 900. The interface includes a "Send" button 905 and a "Cancel" button 910. Below these buttons is a text prompt: "Press the End Talk button to end this AOL Talk session". To the right of the prompt are three circular icons: a telephone handset, a magnifying glass, and a speech bubble. The telephone handset icon is labeled "End Talk", the magnifying glass icon is labeled "Get Profile", and the speech bubble icon is labeled "Notify AOL".

900

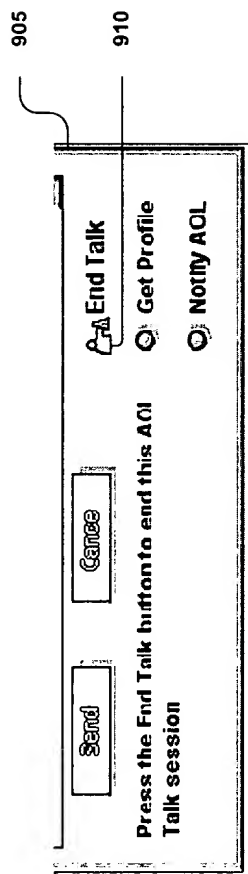


Fig. 9

1000

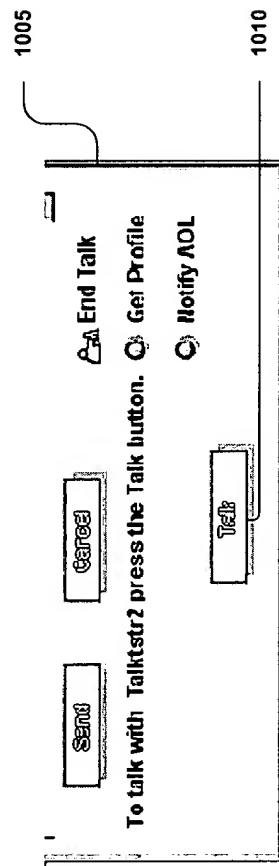


Fig. 10